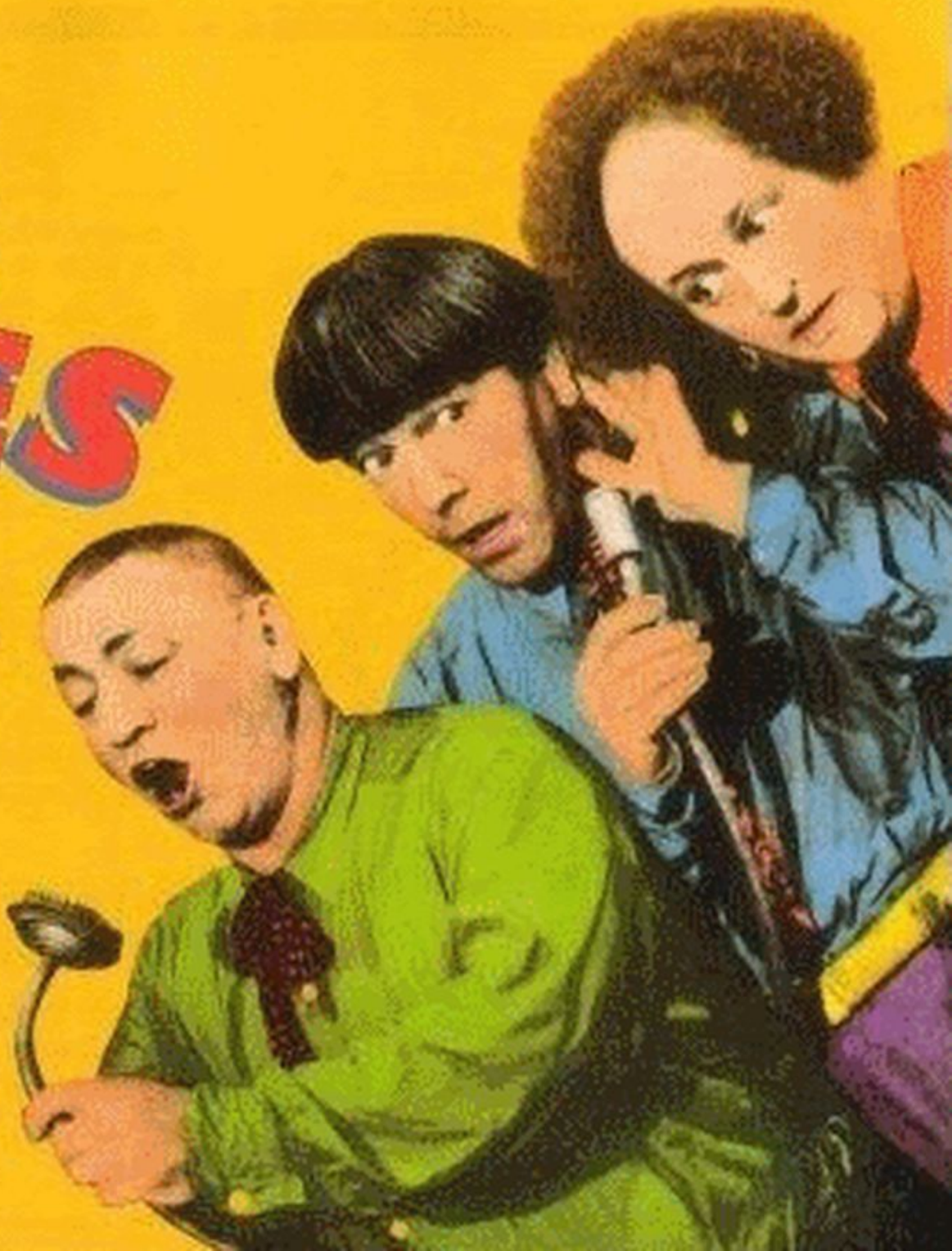
NES-3T-USA

# THE THREE STOOGES

## Player's Guide



ACTIVISION

**The Three Stooges**

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# Save the Orphanage!

The nasty banker I. Fleecem has threatened to tear down Ma's Orphanage unless the mortgage is paid. He wants $5000 in 30 days–or else. The Three Stooges, known for their soft hearts as well as their soft heads, volunteer to rescue Ma from her plight. Being desperate, she accepts their offer.

"We'll get the dough!" vows Curly.

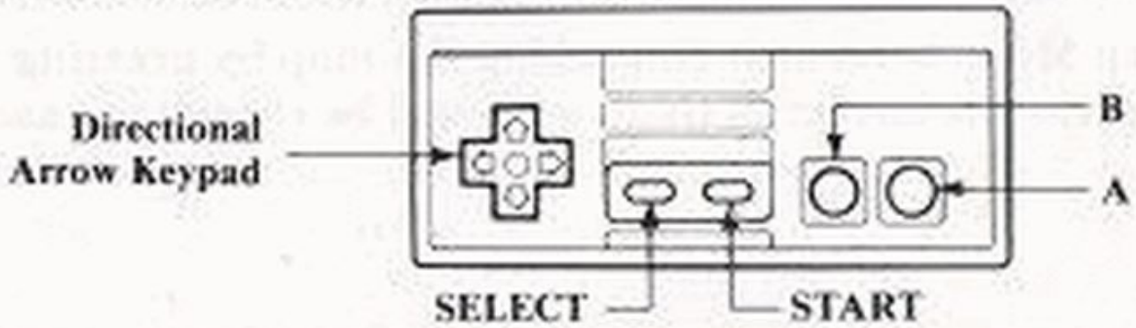
"5000 smackers? Where are we going to get that kind of money?" asks Larry.

"We'll get a job, you knuckleheads!" says Moe.

And so the trio heads into Stoogeville. . . .

# Getting Started

1. With your game system and TV or monitor off, insert *The Three Stooges* cartridge into your Nintendo Entertainment System as described in your owner's guide.



2. Turn on your game system and TV or monitor. *The Three Stooges* title sequence appears. (You can press any button to bypass it and go directly to the game.)
3. Press **SELECT** or the up or down arrows to choose between the one- and two-player game options.
4. Press **START** or the **A** button to begin the game. You can also press **START** to pause the game, then press it again when you want to resume play.
5. Press **RESET** on your Nintendo Entertainment System at any time to restart the game from the beginning.

## The Stoogeville Job Market

At the beginning of each day—or each player's turn—Moe looks over a map of Stoogeville to choose a job for the Stooges. Stoogeville is laid out like the squares of a board game. The next six places on the map appear at the top of the screen each time Moe has to make his decision.

**To choose a job**, stop Moe's hand as it runs along the map by pressing the **A** button. If you don't press the button in time, a job will be chosen at random.

Moe's hand moves progressively faster as the game continues, so it gets tougher to stop the hand on the job you want. You can slow the hand down by playing the Slapping Game (see "The Slapping Game" later in this guide).

**Hint:** Concentrate on the job square that you want and not the motion of Moe's hand.

## The Cracker Eating Contest

Curly thinks this one's going to be like taking candy from a baby. In fact, it's like taking crackers from an oyster. Curly must compete with several greedy oysters for the crackers in his bowl of chowder.

He earns $10 for every cracker he scoops, plus $50 for every bowl he completes.

**To scoop up the crackers**, use the directional arrows to maneuver the spoon to the cracker, and press the **A** button to scoop up the cracker.

**Hint:** Curly would be smart to snatch the crackers right out of the open oyster shells.

## Help Wanted: Doctors

It's a *real* medical emergency when the Three Stooges are in charge at the hospital. They're driving midget race cars through the hospital on their way to assist in the operating room, where they can earn $15 per second—*if* they get there. The Stooges have to follow an orderly through 20 crowded hospital corridors while trying to grab medical supplies (the red objects) worth $5 apiece. Each collision with a patient uses up 10 seconds.

**While you're racing—**

**To speed the Stooges up,** press the up arrow.

**To slow the Stooges down**, press the down arrow.

**To steer the Stooges to the right**, press the right arrow.

**To steer the Stooges to the left**, press the left arrow.

**Hint:** Follow the orderly closely. He never collides with patients.

## Help Wanted: Waiters

The Stooges have been waiting for a job like this—serving pie to the Upper Crust. When the wealthy ladies and gentlemen complain about the slow service, they soon find themselves—well, eating their words, so to speak. They don't just sit there, though. They can throw a mean pie, too.

It's a classic Stooges pie fight!

**But the Stooges can still make a buck—**

- Each time they hit a patron, they earn $10.
- Each time they duck a pie, they earn $5.
- If the Stooges throw all their pies before getting hit five times, they double their money.

**To throw a pie**, choose your Stooge with the directional arrows and press the **A** button.

**To make Moe duck**, press the up arrow.

**To make Curly duck**, press the right or left arrows.

**To make Larry duck**, press the down arrow.

**Hint:** Throw as many pies as possible, as quickly as possible.

## The Boxing Match

Curly enters the boxing ring to go six rounds with the Champ. Since Curly goes berserk when he hears the song "Pop Goes the Weasel," Moe's plan is for Larry to serenade him on the violin while he's boxing.

Uh oh! Just as Curly enters the ring, Larry breaks the violin. Now he's got to rush to and from the radio store—along a sidewalk loaded with obstacles—to bring back a radio playing Curly's fighting song before the six rounds are up.

The sooner Larry makes it back, the more money Curly can win.

**If he's back by—**

Round 3, Curly wins $800

Round 4, Curly wins $700

Round 5, Curly wins $600

Round 6, Curly wins $500

If Larry's too late, Curly loses the match, the Stooges lose a day, and they don't earn any money.

**To move Larry behind an obstacle**, press the up arrow.

**To move Larry in front of an obstacle**, press the down arrow.

**To slow Larry down when running *to* the store and to speed him up when running *from* the store**, press the left arrow.

**To slow Larry down when running *from* the store and speed Larry up when running *to* the store**, press the right arrow.

**Hint:** Find a comfortable running speed for Larry. Learn the pattern of the obstacles.

## The Slapping Game

It doesn't take long before Larry and Curly do some numskull thing that gets on Moe's nerves, and he has to stop and slap some sense into them. You can control Moe as he slaps, pokes, punches, and kicks Curly and Larry.

The Stooges don't gain any money or lose any time while engaged in this punch-and-slap-stick, but the outcome *can* have an effect on the game. Because the more blows Moe lands on Larry and Curly, the slower his hand will move when you return to the Stoogeville map—and the easier it will be to choose the jobs the Stooges want. The fewer blows Moe lands, the faster his hand will move along the map—and the *harder* it will be to choose the jobs the Stooges want.

**To make Moe face Larry**, press the left arrow.

**To make Moe face Curly**, press the right arrow.

**To make Moe punch Larry in the stomach**, press the left arrow and the **A** button *simultaneously*.

**To make Moe punch Curly in the stomach**, press the right arrow and the **A** button *simultaneously*.

**To make Moe poke or slap Larry**, press both the up and left arrows, and the **A** button *simultaneously*.

**To make Moe poke or slap Curly,** press both the up and right arrows, and the **A** button *simultaneously*.

**To make Moe kick Larry**, press both the down and left arrows, and the **A** button *simultaneously*.

**To make Moe kick Curly**, press both the down and right arrows, and the **A** button *simultaneously*.

**To fake out the Stooge Moe is facing**, press the up arrow.

**Hint:** Moe can keep Larry and Curly off guard by alternating hits between them.

## Trivia

Do you know your Stooges or do you know your Stooges? This game gives you the chance to help the fellas earn some money by answering trivia questions about their personal lives and show business careers. You have three chances, and the Stooges earn $200 for each of your right answers.

**To select your answer**, use the directional arrows to choose your answer and press the **A** button to enter it.

**To select answer A,** press the left arrow.

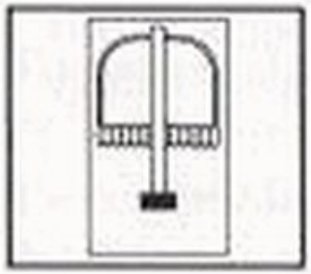
**To select answer B**, press either the up arrow or the down arrow.

**To select answer C**, press the right arrow.

# Other Places on the Map

Besides the job opportunities described above, there are other squares on the Stoogeville map. Some of these squares can help our heroes get money, some take away their hard-earned cash, and most mean the loss of a day.

## Mousetrap



If Moe's hand stops on the mousetrap, one of his fingers gets snapped and the Stooges can't work that day—which means they also can't earn any money that day. Once all four fingers have been snapped, the Stooges can't work at all—and the game is over.

## Banker

Try to avoid this square. I. Fleecem the banker is a nasty guy, with two moods: bad and worse. A visit to him might cost money ($1,000) or it might mean only a cruel comment. In any case, the Stooges waste a day when they have to see him.

## Money

The day Moe chooses this square may be a lucky day, because it means that the Stooges find money someone has lost in the street. Sometimes the money is as much as they could earn by working. Sometimes it's not. No matter what, they use up a day.

## Safe

On this square, a safe has fallen on Curly's head and has broken open (the safe, not Curly's head). The honest Stooges return the money and earn a modest reward. It's guaranteed money, but another day is used up.

## Question Mark

There's no telling what this square will bring—either a visit with I. Fleecem or a cash bonus. But it *always* means a lost day.

## Glove

If Moe chooses this square, he gets to choose again, with no loss of time.

# The 31st Day—
# Are the Stooges Heroes or Goats?

The game ends when the 30 days have been used up, or when all four of Moe's fingers have been snapped in a mousetrap. The Stooges' stash of cash is counted. Have they saved the Orphanage?

| Money Needed | Outcome |
|---|---|
| **Less than $5,000** | Ma loses the Orphanage. |
| **$5,000 – 9,999** | Ma keeps the Orphanage. |
| **$10,000 – ?** | Ma keeps the Orphanage and makes repairs. |
| **? and up** | Ma keeps the Orphanage, makes repairs, and gratefully marries her three lovely daughters to the Three Stooges! |

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This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturers' instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that the computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

***How to Identify and Resolve Radio - TV Interference Problems.***

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

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U.P.S. or registered mail is recommended for returns. For the best service, please be sure to:

1. Send the cartridge and sales receipt only.
2. ***Write the name of the product and the type of game system you have on the front of the package.***
3. Enclose a note explaining the problem you've had with the product, and stating your return address, typed or printed clearly, ***inside*** the package.

**Send to:**

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